

# **SEQUENCE**

## **WHAT COMES FIRST**

**BY LEARNING WELL™**

**BLUE LEVEL EDITION**



**COMPUTER ADAPTATION—METHODS & SOLUTIONS, INC.**



## SEQUENCE

COMPREHENSION OBJECTIVE: The student will be able to place a set of four paragraphs in correct sequential order.

COMPREHENSION GAMES KIT: This Red Level Edition was written at a 2.0-3.5 grade reading level. The format, however, is designed to appeal to any age level up through adult basic education. Word lists from the most popular basal texts were consulted and readability formulas used.

BACKGROUND: "Sequence" was developed by David Savitsky, M.S., Ferkauf School of Education and Steve Savitsky, M.S., City University of New York. Both are noted educators with teaching and supervisory experience in the New York City Public School System. They have also served as consultants to a number of educational companies and school districts throughout the country. In addition, this game represents the work of many individuals on the Learning Well™ and Methods & Solutions staff.

### GAMES KIT CONTENTS:

- . One Computer Program Diskette
- . Instruction Booklet
- . Storage Box

### COMPUTER REQUIREMENTS:

Apple II\*, Apple II Plus\*, Apple IIe\* or Apple Compatible Computer

- . One Apple Disk II™ Drive
- . 48K of Memory
- . One Video Monitor (Color Desirable)
- . One Game Diskette

GAME INSTRUCTIONS: The object of the game is to be the player to earn the most points. A point is earned each time a player or team arranges a set of paragraphs in correct sequential order.

## STEP ONE: Enter Names

The computer prompts: "TYPE YOUR NAME". In this game players may play alone or as a team, up to a maximum of six total players. If playing alone, the player types his name and then presses the "RETURN" key. If playing as a team the players first decide which one of their names will be used to name the team (ie. CRAIG'S TEAM). Next, one of the team members types in the team name and presses the "RETURN" key. Teams may play against other teams or against single players.

## STEP TWO: Start the Game

The game starts when two names or teams have been entered.

## STEP THREE: Paragraphs

This game can be played with paragraphs from either of four different content areas: Science, Literature, Social Studies and Sports. One player simply presses the number next to the content area desired for that game. Each of the four sets of paragraphs contains nine sets of sequences. The paragraphs that belong to the same set will have the same word standing out in the paragraphs.

## STEP FOUR: Each Turn - The Computer

The computer will keep track of the score, whose turn it is, and how many paragraphs are in each pile. To begin the game, the computer will give four paragraphs to each player. The computer will also start four of the nine piles at the top by placing just the word that stands out from a paragraph, in the little box. This one word stands for the whole paragraph. The number next to the word indicates how many paragraphs are in the pile so far. Each pile needs four paragraphs in order for a player to get the opportunity to put the paragraphs in a correct sequence. When each player has matched their four paragraphs, the computer will give out four more.

## STEP FIVE: Each Turn - The Player

Each player examines the paragraphs. The player, or team, whose turn it is, tries to match one of the paragraphs to the pile where it belongs. This is done by matching the word that stands out in the paragraph to the one word that is in a box at the top. The computer asks: "WHICH STORY DO YOU CHOOSE?" Once the player has decided which paragraph to match, he simply types the letter next to the paragraph. Then the computer will ask: "WHERE DO YOU WANT IT PLACED?" At that point the player types the number of the pile where he wants the paragraph to be placed.

Sometimes the player can not match a paragraph because the words that stand out in each of his paragraphs do not match any of the words on top. When this happens the player must use one of his paragraphs to start a new pile. This can be done by pressing the letter of any paragraph. The little man will take the paragraph and start a new pile with it.

## STEP SIX: Sequencing

When a player puts the fourth and final paragraph on a pile, that player gets the opportunity to put the four paragraphs in correct sequential order and win a point. To do this the player first reads the paragraphs and tries to decide what order they should be placed in. Once decided, the player types in the letter of the paragraph that should be first, second and so on.

Once the four letters have been typed, the computer will rearrange the paragraphs to read in the order chosen by the player. The computer will then ask if the player is sure the paragraphs are in the correct order. If they are, the player should type "Y" If they aren't, the player should type "N" and try again.

If the player is correct, a picture of a man with a top hat will appear along with the word "SEQUENCE", and the player will be given one point.

If the player is incorrect, the other players will be given a try.

## STEP SEVEN: Win

The game ends when the players or teams have no more paragraphs to match and all the sets of paragraphs have been placed in the correct sequential order.

## STEP EIGHT: The End

The performance scores are displayed for each player. These scores compare the number of sequences attempted to the number completed correctly. The computer prompts: "DO YOU WANT A LIST OF HOW EACH PLAYER DID SINCE THE COMPUTER WAS TURNED ON?" A "YES" response combines and lists all the scores earned from the games played.

## STEP NINE: Score Printing

The computer asks: "DO YOU WANT TO HAVE THE LIST PRINTED?" (You may only have a list printed if you have a printer attached to your computer). If you respond "YES", the computer will ask for the slot number that the printer interface board is in. The normal reply is "1". Now the computer will calculate and list all scores on the printer or on the video screen.

Scores listed on the printer or on the video screen resemble the score table listed below.

NAME	RIGHT ANSWERS	TOTAL ANSWERS	PERCENT RIGHT
David Bliss	6	6	100%
Steve Jones	5	5	100%
Mary Stover	5	8	62%
Christopher K.	4	6	66%
Elaine Smith	5	7	71%

## STEP TEN: Replay

You may have the same players or different ones replay the game by responding "YES" to the computer's prompt: "DO YOU WANT TO PLAY AGAIN?" If you respond "NO", wait to see that the red light indicator on disk drive one is "OFF. Gently open the disk door and remove the game diskette; replace it in its original paper sleeve and return the diskette to the storage box along with this instruction booklet.

## HELPFUL HINTS

- The computer will not allow you to start a new pile until all the paragraphs that can be matched are matched to existing piles.
- The Sequence graphic only appears when a sequence attempt is successful.
- If you make a mistake and incorrectly type the wrong sequence letters, don't worry. The computer will ask if the sequence is correct, if you respond "NO" you can enter the sequence letters again.

## PROCEDURE FOR USING THE GAME

Insert the game diskette into Disk Drive One. Turn the power switch to the computer to "ON". The game will automatically begin in approximately 30 seconds. You will see "J" symbols appear on the screen, while the program is loading.

### NOTE:

If your computer does not have the Autostart Rom, the Language System or the Applesoft Firmware Card; you will see a screen full of random characters with a flashing box and asterisk in the bottom left corner. Follow this procedure:

1. Press the "RESET" key (or the "RESET" key while pressing the "CTRL" key.)
2. Type in a "6" (assuming your disk controller interface card is in slot 6.)  
If not, then type your interface number.
3. Press the "CTRL" key while pressing the "P" key.
4. Press the "RETURN" key.  
If an asterisk is not in the bottom left corner, simply type "PR<sup>6</sup>"

You are looking at the game introduction screen: to proceed with the game, press any character key on the keyboard and follow the game instructions. Once any character key is pressed: the computer asks: "DO YOU WANT INSTRUCTIONS?" You respond by typing "YES" or "NO" to this question. If you respond "YES", the computer lists the game instructions on the screen. If you respond "NO", the word "SHUFFLING" appears as the computer shuffles the Sequence paragraphs used in the game. This takes approximately 20 seconds.

- If you are using an Apple IIe®, the CAPS LOCK key must be in its down (on) position.

## TO THE TEACHER

This game was designed as an enrichment tool to help students improve their reading comprehension skills. It was developed to meet the apparent need for reinforcement material in comprehension skills, employing a game approach. For many years it was used successfully in a traditional format before being modified for use with a micro computer.

With this effective computer game, students are motivated to develop their comprehension skills in an enjoyable manner and apply these skills on an automatic basis.

The major goals of the game are:

- .To offer students a positive and enjoyable reading experience
- .To reinforce comprehension, thinking and vocabulary skills
- .To provide extra help for students whose vocabulary skills are deficient.
- .To enrich regular classroom studies.
- .To provide drill without boredom.
- .To stimulate and challenge fast learners.

The game is a self-contained unit of instruction with the following features:

1. Clear and attractive graphics.
2. A game-approach format.
3. A random selection of reading material on a specific level.
4. Instant availability of the correct answer to the players.
5. A summary of the students' performance.

The teacher can utilize this game in an informal teaching situation or as an independent small group activity. The teacher should feel free to modify these materials to meet a variety of classroom needs.

Before being introduced to the game, it is important that the teacher familiarize students with the computer, its various components and how each works. The game is produced on a magnetically coated plastic disk placed in a square plastic cover. Students should learn that diskette handling requires care to insure maximum reliable life. They should protect the diskette from dust by replacing it in its original paper sleeve after use. Students should always remember not to bend, staple, fold or mutilate the diskette in any way. They should always keep it at least 6-9 inches away from magnetic fields and avoid exposure of the diskette to extremes in temperature.

The directions for the game are printed in this booklet. They are also available on the diskette for the students to read before beginning to play. An initial, oral presentation by the teacher might also be helpful.

A summary of the students' performance appears at the end of the game. It allows the teacher to quickly diagnose which students need more instruction in this reading comprehension skill.

## **Warranty**

The program is sold "AS IS," without warranty either express or implied as to its specific usage or performance. The user, not the manufacturer, distributor or retailer, assumes all cost of any necessary service or repair.

Learning Well™, however, warrants that the medium on which the software program is recorded will be free from defects in material and faulty workmanship, under normal use. If your disk should fail within 90 days from the date of purchase, return it along with a copy of your sales receipt directly to Learning Well™ for a free replacement. If your disk should fail after the 90 day period, but within 1 year from the purchase date, you may return the failed disk along with \$10 plus \$1.75 postage and handling, and we will replace the disk. This warranty applies to the original purchaser. The original purchaser must fill in the required information and return the enclosed warranty card. Learning Well™ will replace or repair the medium at their option. If Learning Well™ deems that the medium failure resulted from abuse, accident or error in application, then Learning Well™ has no responsibility to replace or repair under the terms of this warranty.

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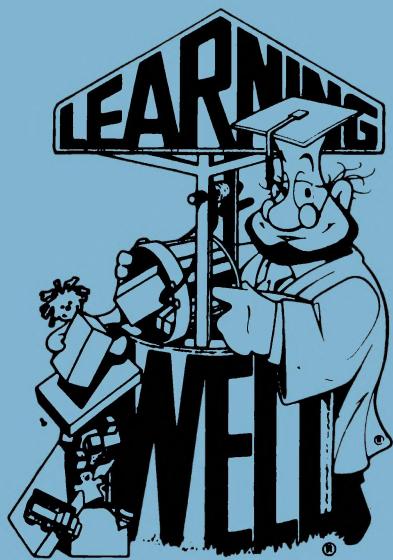
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Learning Well  
200 South Service Road  
Roslyn Heights, NY 11577  
Methods & Solutions, Inc.  
Stoneham, Ma. 02180





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